

MOUNTAIN KING™



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BEYOND

SETTING UP YOUR COMPUTER

1. Hook up your computer following manufacturer's instructions.
2. For Commodore-64 Home Computers:
 - a. Insert the game cartridge into the cartridge slot *before turning the computer on.*
 - b. Plug a Joystick Controller *firmly* into control port 1.
3. Turn on your TV set and adjust volume.
4. Turn your computer on.
5. To restart a game, press F1 key on your Commodore-64.

Deep inside a long-lost diamond mine is the secret Temple chamber of a forgotten civilization. There, a priceless golden crown sits high on a pedestal, vulnerable to plundering explorers who want to control its power. But this treasure is jealously guarded by the denizens of the mountain, and whoever has the daring and courage to challenge them, seize the crown, and escape to the mountaintop with it will become MOUNTAIN KING!

OBJECT OF THE GAME

The object of Mountain King is to capture the crown from the Temple Chamber and carry it safely to the top of the mountain as many times as you can, and on as many levels of play as possible before your time expires or you are destroyed.

STARTING THE GAME

Press the trigger on your joystick or the F1 key on your computer. The Explorer will appear and dance across the mountaintop.

SELECTING LEVELS

There are 8 different levels of play which get progressively more difficult and give you less and less time to complete your mission. If you wish to start the game at Levels 2-8, push the F5 button, move the joystick to the right and hold it there until the level you want to play is indicated. Then press the F1 key.



THE EXPLORER

Watch carefully as the Explorer does his dance. You'll see all the different ways he can move and the Perpetual Flame (where you

must take the Crown). You'll also hear the theme music.

Use your joystick to make the Explorer run to the left or right. To jump from level to level, push the joystick away from you at a 45 degree angle to the left or right; he'll leap in the respective direction. If you jump or fall to a lower level, you won't be hurt. But, if you fall too far, you will be stunned and unable to proceed for a few seconds. Push the joystick away from you to climb ladders. Pull it towards you to go down ladders or to kneel.

You must kneel to claim the Flame Spirit, open treasure chests, and gain entry to the Temple Chamber.

Push the fire button on your joystick to turn on the flashlight and move the joystick in the direction you wish to shine the flashlight—left or right only.



FLAME SPIRIT

In order to gain entry to the Temple Chamber, you must first capture the Flame Spirit. As soon as you've collected 1,000 or more

diamond points, the Flame Spirit will become available.

LOOK FOR: a very brief flickering flame. This marks the position of the Spirit. *The Spirit itself is only fully visible with the flashlight on it.*

LISTEN FOR: the theme music. The louder it is, the closer you are to the Spirit. In Level 1, you will have unlimited time to find the Spirit. In levels 2-8, the theme music will play through three verses while the Spirit is available. If you do not locate the

Spirit in this amount of time, it will disappear again, and a flame will appear to mark where it was.

Before the Spirit is available again, you will have to collect 1,000 more diamond points. If you are a great distance away from the Spirit when it becomes available, you will hear no theme music, but a flickering flame at the bottom of the screen will be visible as long as the spirit is available.

The Flame Spirit is randomly hidden in the mountain, and it is not likely to be in the same place from appearance to appearance.



Once you have found the Spirit, position the Explorer directly on top of it and pull the joystick towards you to kneel down and pick it up.

The Explorer will be surrounded by a glittering halo. Quickly proceed to the Temple Chamber entrance.



BATS

Two kinds of bats inhabit the mountain. Black Bats can only be seen with the flashlight; they can't hurt you. Gray

Bats, however, protect the Temple and the Crown by trying to steal the Flame Spirit (Levels 2-8) and the Crown (all levels) from you. Gray Bats appear when you capture the Flame Spirit or release them from a Treasure Chest.



GIANT SPIDER

Lurking at the bottom of the mine is the Giant Spider who waits to wind the Explorer in his web. You will be able to

hear him, but never see him. Escape the web by rapidly moving the joystick up and down and revolving it 360 degrees. You must escape the web quickly. If the Spider returns to find you still struggling, he will eat you and end the game. The Spider will also steal back the Flame Spirit (Levels

2-8) or the Crown (all levels) should you have either when he catches you. (Remember, in Level 1 you will be protected from losing the Flame Spirit to the Spider or the Bats.) As the level of difficulty increases, the Spider and web grow increasingly harder to see and the web becomes more difficult to escape. In Level 8, the Spider and web are invisible. At all levels you can escape the Spider altogether by leaping over him or jumping to a ladder or level out of the way.



TREASURE CHESTS

Randomly hidden throughout the lower part of the mountain are 10 treasure chests. They contain either Bats or

Diamonds and you cannot know which is inside before you open them. If a chest contains Bats, two large Gray Bats will fly out and away. If a chest contains diamonds, you will hear a short fanfare and 260 points will be added to your total score

and subtracted from the number needed to release the Flame Spirit. To open a chest, position the Explorer directly on top of it, and pull the joystick towards you. A new chest will always be hidden for every one opened, except for chests opened while the Flame Spirit is available. Oh yes, you can only see the Treasure Chests when the flashlight illuminates them.



SKULL SPIRIT

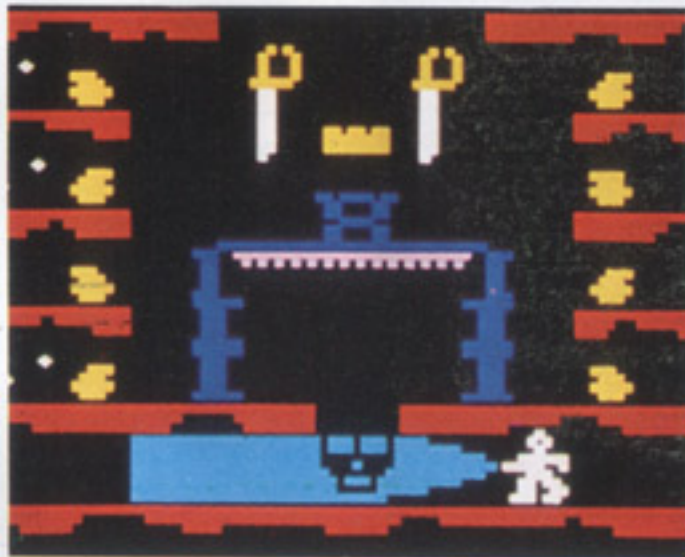
Guarding the entrance to the Temple is the ominous Skull Spirit. You will only see him with the flashlight. Bring him the Flame Spirit and he will let you into the Temple. Pull the joystick toward you and hold it there. The Skull Spirit will take the Flame Spirit and become visible until you take the Crown.



CROWN

Once inside the Temple you must scale the walls to get the Crown. Watch out for the flames! Position the Explorer

directly under the Crown. Move the joystick away from you to step up to the Crown, and pull it toward you to place the Crown on your head.



ESCAPING

Once the Crown is on your head, you will hear a fanfare. Drop to the floor of the Temple and back down into the mine. Your challenge now is to get to the top of the mountain where the Perpetual Flame burns before time runs out or before the Bats or Spider steal the Crown from you. If you make it to the top of the mountain, you will receive bonus points and automatically continue play at the next highest level.

The Temple Chamber:

The secret resting place of the Golden Crown has remained untouched for centuries. Now, its discovery has left it vulnerable to intrepid treasure seekers.



Bats

Diamonds

Crown

Flames

Skull Spirit

Explorer

Flashlight

Spider

SPECIAL FEATURES

Diamonds

Clusters of Diamonds are visible on all levels of the mine. Walk over them to pick them up. Each cluster of 3 Diamonds is worth 10 points.

Flashlight

The Explorer carries a flashlight with inexhaustible power. Push the trigger on your joystick to turn it on. With it you can see the Flame Spirit, Treasure Chests, and the Skull Spirit. You cannot use it and pick up Diamonds at the same time, nor will it work when you are caught in the Spider's web or you have the Crown.

Pause

To pause the game at any point, push the Space bar. Press the trigger to start the game again.

Scoring Display

The box at the bottom of the screen shows three things. At the top is your total score for the mission. At the bottom on the left is the amount of time remaining to complete the mission. To the right, the display shows the number of Diamond points needed to release the Flame Spirit. While the Flame Spirit is available, this number turns white and shows the bonus you will receive for capturing the Spirit. The quicker you get it, the larger your bonus will be.

Flames

Perpetual flames burn at the top of the mountain and around the Temple Chamber.

Also, if you do not capture the Flame Spirit in the allowed time, it will burst into flame. If the Explorer runs into a flame, he will be burnt to a glowing ember and the game will end.



MUSIC & SOUNDS

Music is one of the most critical and exciting elements of Mountain King. At the beginning of the game, you will hear the theme music. Listen carefully. You'll hear this theme next when the Flame Spirit is available. The closer you are to the Flame Spirit, the louder the music will be.

Likewise, the faster the music is playing, the less time you have left to capture the Flame Spirit. Once you have the Crown and escape from the Temple Chamber, you'll hear the theme music again. As you are trying to escape, the music will play faster and faster. Just as before, the faster the music is playing, the less time you have to reach the top.

You will hear short fanfares when you open Treasure Chests and put the Crown on your head.

You will hear the Explorer chipping diamonds from the walls as he moves along the passages. You'll also hear him fall. The Bats make noises as they fly around but you can't hear them when the theme music is playing. You will be able to hear the Spider coming before you see it. You may have just enough time to get out of the way before it snares you, if you're lucky. This is particularly useful on higher levels when the Spider is harder to see. Remember, careful listening is important if you're going to become Mountain King.

TIME

Time is also a critical part of the game. Depending on the level you're playing, you have limited time to complete your mission. At 1:59 left to play, the allowable time display turns yellow. With only :59 left, it turns red. Also at the :59 mark, the mountain rebels, small fires appear throughout the mine making it increasingly harder for you to get around.

BONUSES

There are several bonuses you can pick up as you play.

1. When you capture the Flame Spirit, you will be given one additional minute of playing at your current level.
2. For capturing the Flame Spirit, you will be given bonus points depending on how long it took you to capture it.
3. For escaping from the Temple Chamber with the Crown, you will receive 5,000 points.
4. For reaching the top of the mountain with the Crown, you will receive up to 20,000 points depending upon the length of time it took you to get there and how much time is left in the game.
5. If you're standing on top of the mountain when time expires, you will be given a once only bonus of one minute.

END OF GAME

The game ends when your Explorer either contacts a flame, is eaten by the Spider, or runs out of time.

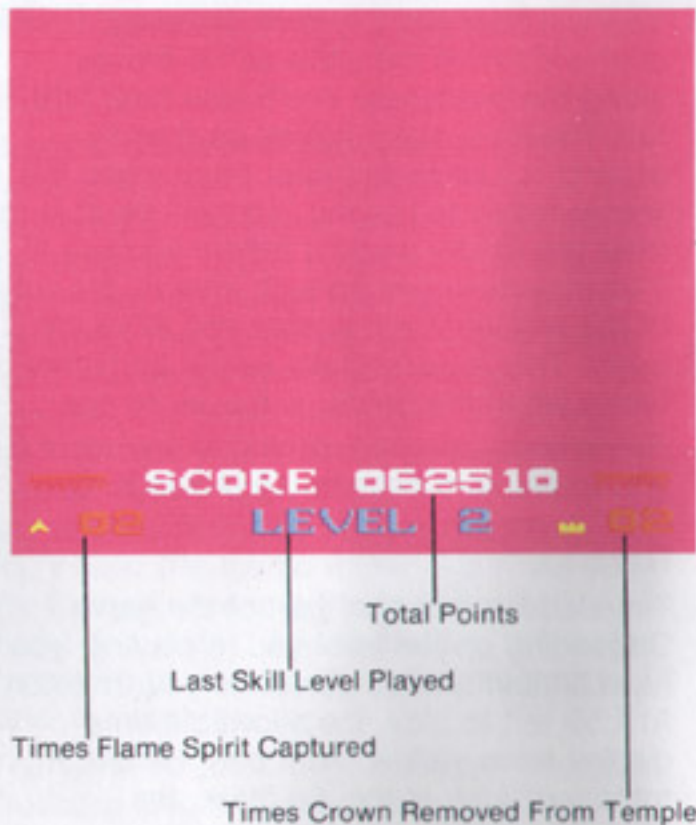
At the end of the game, the display will show:

1. total points scored,
2. last Skill Level played,
3. the number of times the Flame Spirit was captured, and
4. the number of times the Crown was removed from the Temple.

If the Level display is flashing, it indicates that the Explorer perished with less than one minute remaining.

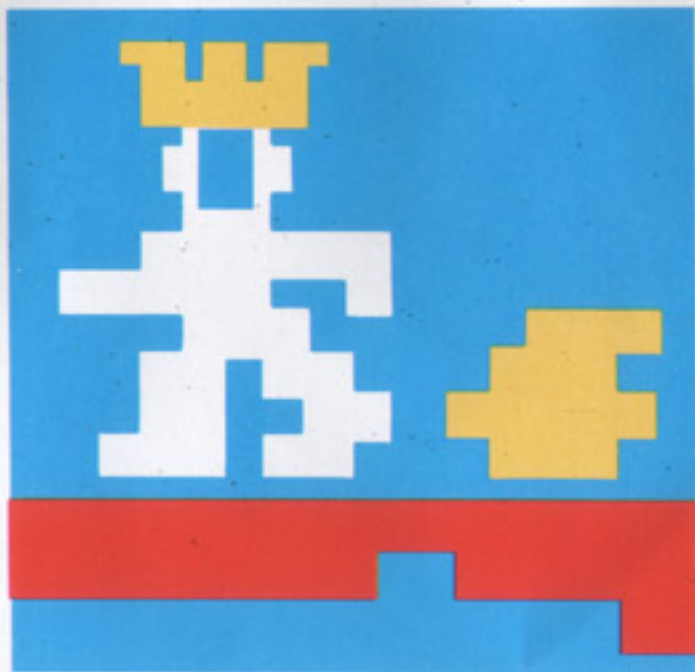
OPTION GAME

If you're looking for more challenge, try this version . . . When you start the game, press F5, choose a level, and then press the F3 Button. The levels of the mine will be invisible. Oh, they'll still be there (and you can see them with your flashlight) but it does make getting around them a little trickier. Good luck, Mountain King.



STRATEGY HINTS

1. Practice maneuvering the Explorer to become familiar with the way he moves and how he jumps. You'll need to be fast and agile when you're trying to escape with the Crown.
2. Listen carefully to the sounds and the music. They let you know when the Spider is approaching, how close you are to the Flame Spirit, and how much time you have left to reach the mountain top.
3. Don't open Treasure Chests when the Flame Spirit is available. They won't be replaced, and you might need fresh ones later when you're running out of Time and Diamonds. Try to remember where they are and come back for them.



COMMODORE 64

GAME PLAY ADDENDA

FINDING THE FLAME SPIRIT

While the object of MOUNTAIN KING is to capture the Crown from the Temple Chamber and get it to the top of the mountain, new players find that the most challenging and, at times, frustrating element of the game is finding the Flame Spirit. The following additional strategy hints and reminders have been prepared to assist you in this quest:

- a. Remember that the dancing flame that appears at the bottom of the screen when you have collected 1000 diamond points indicates that the Flame Spirit is available for capture.
- b. **The key to success in finding the Flame Spirit is in using the musical score as your guide to its location.** When you come to the point where you feel the melody is loudest, STOP! Look around the screen and *then* concentrate on finding a flash of golden light. That flash is the flickering Flame Spirit and as you become more experienced with the game, you'll have an easier time spotting it. If you move up to it and shine your flashlight on it, you'll see it more readily.
- c. Once you have located the Flame Spirit, you must position your Explorer directly on top of it and pull the joystick towards you to gain possession of it.

ADDITIONAL NOTES

1. When attempting to enter the Temple Chamber, be sure to position your Explorer directly under the entranceway before pulling the joystick towards you.
2. A flashing white light at a treasure chest location indicates that the chest has been emptied already but has not yet been closed. Pass right over it to close it and pick up 10 points.
3. Your flashlight is inoperative when you have the Flame Spirit.